

£1.20 • № 81 • 5 JULY 1996 • UK's OFFICIAL **SEGA** COMIC • EVERY FORTNIGHT

SONIC THE COMIC

WIN!
SONIC 2
JACKET
PATCHES!

CHAOTIX CHARGE!

MORE OF THE FAB FOUR!



NEW
TAILS
STORY

REVIEWS

THE HORDE!
BRIAN LARA 96 CRICKET!



MOVIE GAMES
Q ZONE
FEATURING
TOY STORY!

CONTROL ZONE

Hey, Boomers!

Welcome to this megamental issue - guaranteed to blow your thrill circuits! Not only is Sonic's other self, Super Sonic, causing havoc in Running Wild, but the Fundamental Four go to pot in the concluding part of the Chaotix story.

Tails resorts to Shock Tactics, as he tries his best to keep the Badniks at bay. Elsewhere on Mobius, the baddest Badnik of them all, Brutus, is in power mad mode - so watch out!

The Review Zone rises to a sporty challenge with Brian Lara '96 Cricket, and for those who like to pit their wits, check out The Horde.

STC goes to Hollywood as the Q Zone queues up for a movie games special, and last but by no means least, there's the chance for 80 of you to win exclusive - not available in the shops - Sonic 2 Jacket Patches, in STC's segasational compo! So, practice some sewing skills - you might just get lucky! Which is more than I can say for me, I've just been asked by those lazy humes to do the coffee run (again!).

Megadroid

Sonic Special Alert!

News of Knuckles starring in his first ever Special, really ruffled Sonic's spikes! Never the one to be out-done, Sonic gets his own back in the 1996 Sonic Holiday Special on sale, Saturday, 6 July, 1996.

Sizzling hot with three new stories, pin-up's, a Sega Saturn compo, and ... now keep this under your hats, Boomers ... step-by-step secrets of How to draw Sonic, plus heaps more besides!



Speed along to your newsagents and order your copy of the Sonic Holiday Special - NOW!

- EDITOR: Deborah Tate
- ASSISTANT EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- COVER ART: Nigel Kitching
- CONSULTANT: RICHARD BURTON
- PRODUCTION: SARAH COLLEY

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SEGA

COMPILED BY

ChartTrack

up/down

RE/NEW entry

non mover

MEGA DRIVE

1	● TOY STORY
2	● FIFA SOCCER '96
3	● SONIC AND KNUCKLES
4	↑ AUSTRALIAN RUGBY LEAGUE
5	RE PGA TOUR GOLF '96
6	↑ MICRO MACHINES '96
7	↑ MICKEY MANIA
8	↓ ECCO 2: THE TIDES OF TIME
9	↓ SONIC THE HEDGEHOG 2
10	RE MICRO MACHINES 2

SATURN

1	NEW X-MEN: CHILDREN OF THE ATOM
2	● VIRTUA COP
3	● SEGA RALLY
4	↓ WIPEOUT
5	↓ FIFA SOCCER '96
6	↓ VIRTUA FIGHTER 2
7	↑ WORMS
8	↓ MAGIC CARPET
9	RE FIRESTORM: THUNDERHAWK 2
10	● SIM CITY 2000

MEGA-CD

1	RE REBEL ASSAULT
2	↑ BRUTAL: PAWS OF FURY
3	↓ SOULSTAR
4	↓ EARTHWORM JIM
5	↓ B.C.RACERS
6	● WORLD CUP USA '94
7	↑ TOMCAT ALLEY
8	↓ SNATCHER
9	↓ ETERNAL CHAMPIONS
10	RE THUNDERHAWK

GAME GEAR

1	↑ SONIC THE HEDGEHOG 2
2	RE STAR TREK: GENERATIONS
3	↓ THE LION KING
4	● FIFA SOCCER '96
5	RE MICRO MACHINES 2
6	↓ SONIC CHAOS
7	↓ ECCO 2: THE TIDES OF TIME
8	↓ SONIC THE HEDGEHOG
9	RE COLUMNS
10	↓ REN AND STIMPY

SONIC

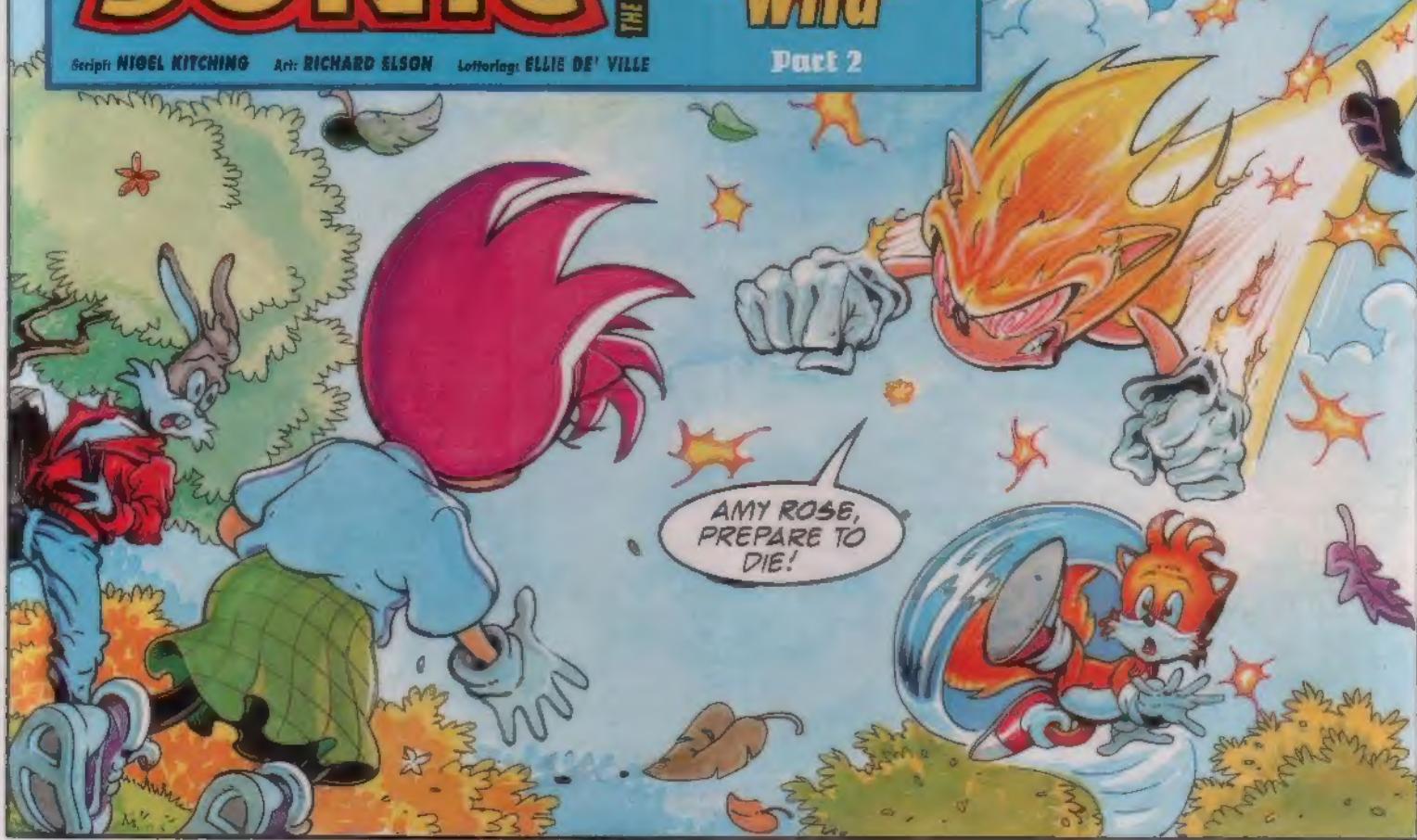
THE HEDGEHOG

Running Wild

Part 2

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE' VILLE

THE SITUATION IS SIMPLE AND DEADLY: SONIC HAS TURNED SUPER. OUT OF CONTROL, HE'S OUT TO GET AMY AND ANYONE ELSE WHO GETS IN HIS WAY!

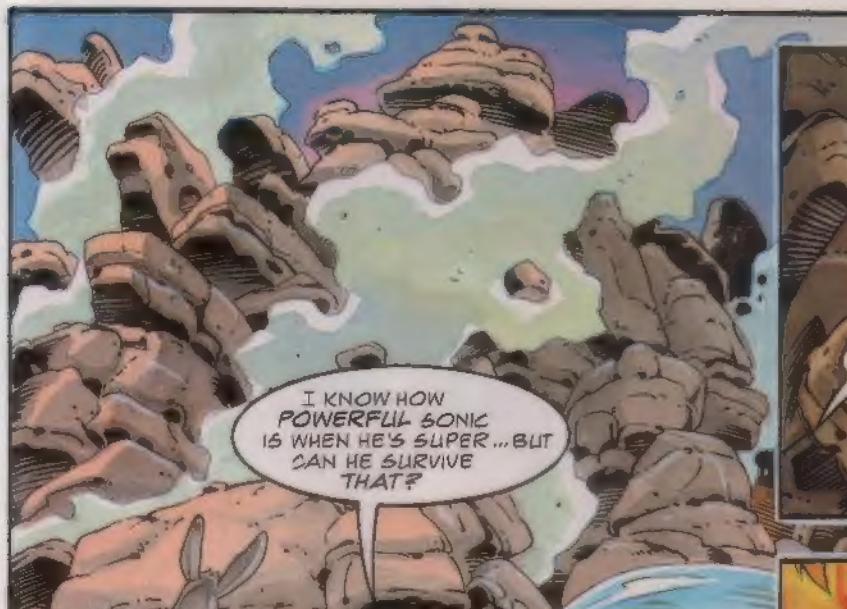


SONIC, NO...











COME OUT, COME OUT WHEREVER YOU ARE...

THERE'S NO NEED TO HIDE FROM YOUR BEST FRIEND!



AH HA, TRYING TO RUN OUT ON ME, EH?



I'M BORED! TIME TO FINISH THIS!



SHRKKKK!







NEXT ISSUE: SONIC NO MORE?

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNNSVILLE

60-70 = NORMNSVILLE
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

THE HORDE

Reviewed by Chris Jones

SATURN
SATURN

GAME TYPE: 3D STRATEGY
PLAYERS: 1

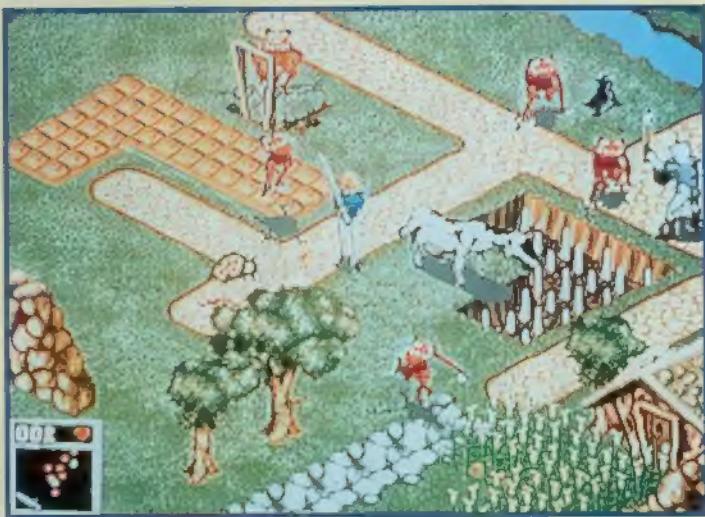
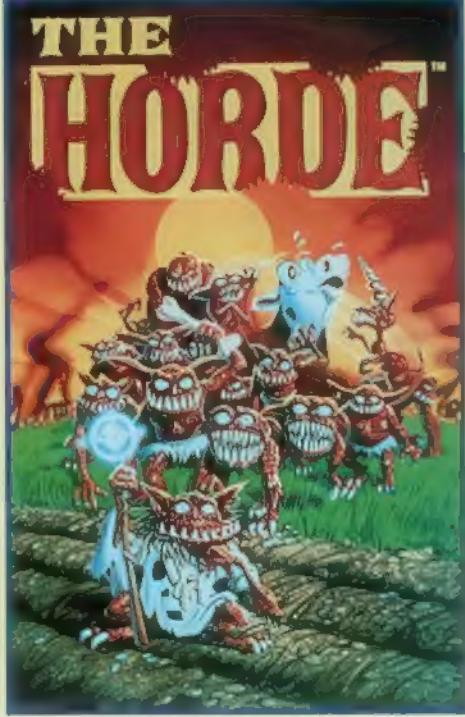
PUBLISHER: BMG INTERACTIVE
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 11+

If you've ever played *Sim City*, one of the most successful computer games ever, you'll feel totally at home with *The Horde*. This game has a similar kind of strategy, but instead of building a city, your task is to take care of a village, under attack by Gremlin-type characters, known as the Horde.

As controller, you play the role of Sir Chauncey whose aim is to turn the village into a thriving and profitable community. You're given

money at the start of the game which must be spent wisely on items ranging from trees (which, once planted and grown, can be sold for a profit) to money-making cows. As the village improves, it attracts more people who in turn, build houses and



grow profit-making crops.

With the exception of the tax inspectors, the biggest danger is the Horde. These nasties come along after each season, attempting to completely destroy the village. You can stop them by using your sword or by employing extra people to help you do the job.

Overall, *The Horde* is a very addictive game. However, the graphics and sound are nothing special, although gameplay is excellent. A great choice if you're a 'thinking' gamer!

FINAL COUNTDOWN

RAVES

An addictive and challenging game.



GRAPHICS 78

SOUND 64

GRAVES

Average graphics and sounds.



PLAYABILITY 87

OVERALL 82

BRIAN LARA '96 CRICKET

Reviewed by CARL JONES



MEGA DRIVE

GAME TYPE: SPORT
PLAYERS: 1-4

PUBLISHER: CODEMASTERS
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL AGES



The smell of freshly cut grass, the sound of leather on willow, cucumber sandwiches, and Brian Lara '96 Cricket are the things that, for some people, make summer great.

Yes, ace West Indian batsman, Brian Lara, who starred in the third best-selling Mega Drive game of last year, is back with a wristy square cut to the boundary!

Brian Lara '96 has improved graphics, gameplay and a selection of new features, making it the reigning, definitive, cricket sim. It features a limited overs competition with all 18 County cricket teams, a complete set of players statistics that include last summer's averages, and a World Cup competition, packed with all the teams who took part in it earlier this year. With a choice of 15 different players, you can tweak your squads and decide who

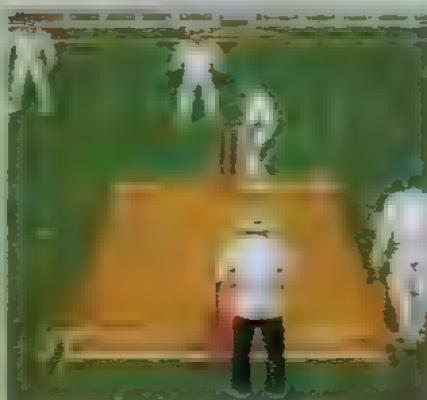
gets to bat and in what order.

Controlling the different actions of the cricketers is challenging. When batting, you have an idea of where



the ball will land from a white box that appears on the wicket. You can also see how much power and spin a delivery has. Practice is needed before picking the right shot for the right ball. When bowling, you pitch the ball on the strip using the D-pad and you can also select the power and spin on it, too. Fielding is easier, you'll automatically gain control of the man nearest the ball, then it's up to you to chase after, and return it, over the stumps.

New features include an option to replay one of six historic cricket matches - great fun, for cricket lovers. A full nets facility allows you to practice



improving your game, and change weather conditions (typical!). In cricket terms, Brian Lara '96 is a great sequel and plays a marvellous innings.

FINAL COUNTDOWN

RAVES

Worth buying, even if you've got the original.



GRAPHICS 80

SOUND 82

PLAYABILITY 84

OVERALL 82

RAVES

Not fun as a two-player game.



Chaotix Crew

The Fundamental Four

THE FUNDAMENTAL FOUR SPENT FOUR YEARS IN PRISON THANKS TO CHAOTIX! NOW, THEY'VE BROKEN OUT AND ARE SEEKING REVENGE!

IT'S OVER, CHAOTIX, ONE PUSH OF THIS BUTTON AND YOU'LL BE LIQUIDISED!

THEN WE TRACK DOWN CHARMY BEE... IT'S GOING TO BE A REAL PLEASURE TAKING CARE OF HIM!

HODYE NEF JODOD!

YOU SAID IT, GRAVEL!

ENOUGH TALK, SQUALL, LET'S PUSH THE BUTTON AND GET OUT OF HERE!

MEANWHILE, NOT FAR FROM CHAOTIX'S HEADQUARTERS .

GOLY, I
REALLY APPRECIATE
THE QUEEN LETTING ME
BORROW SO MANY OF
YOU WORKERS!

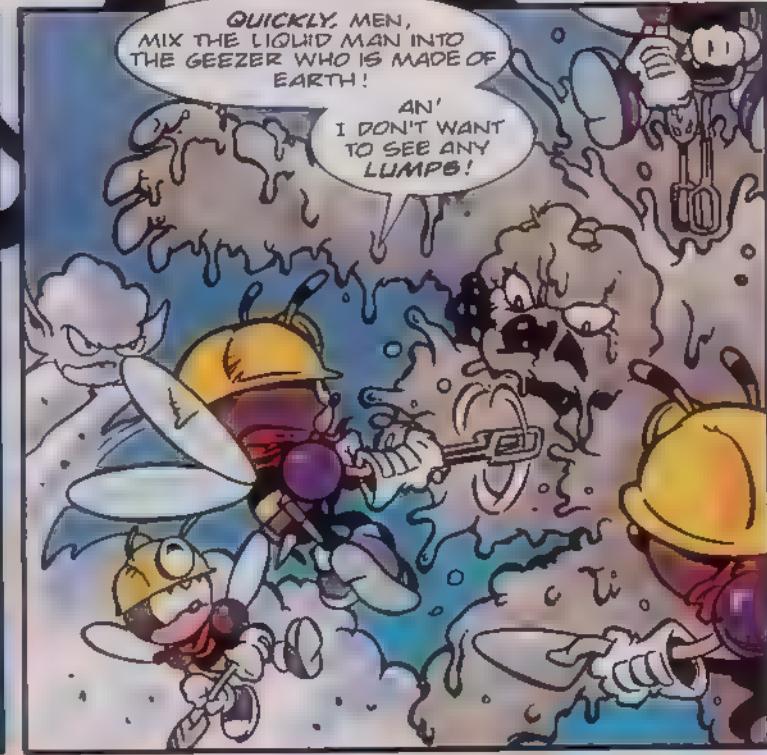
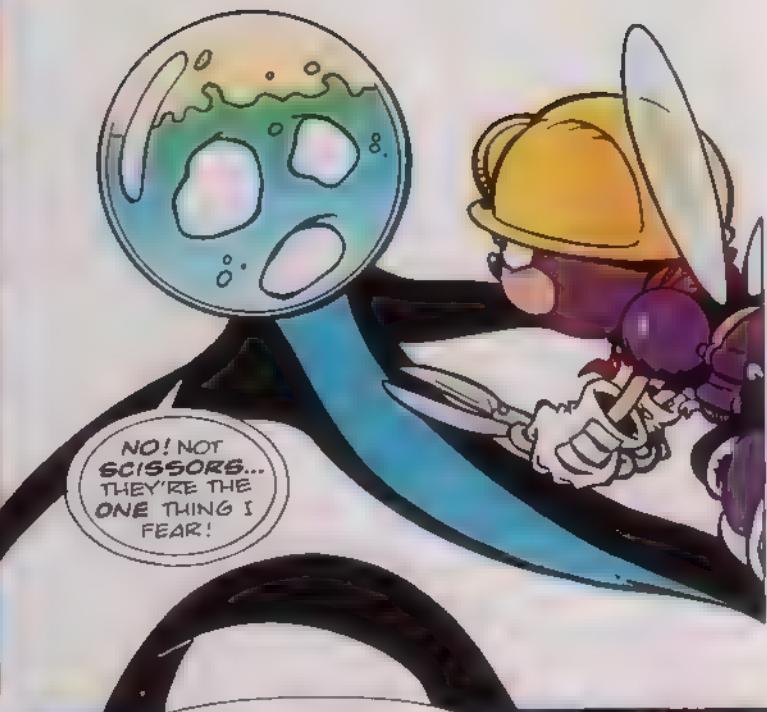
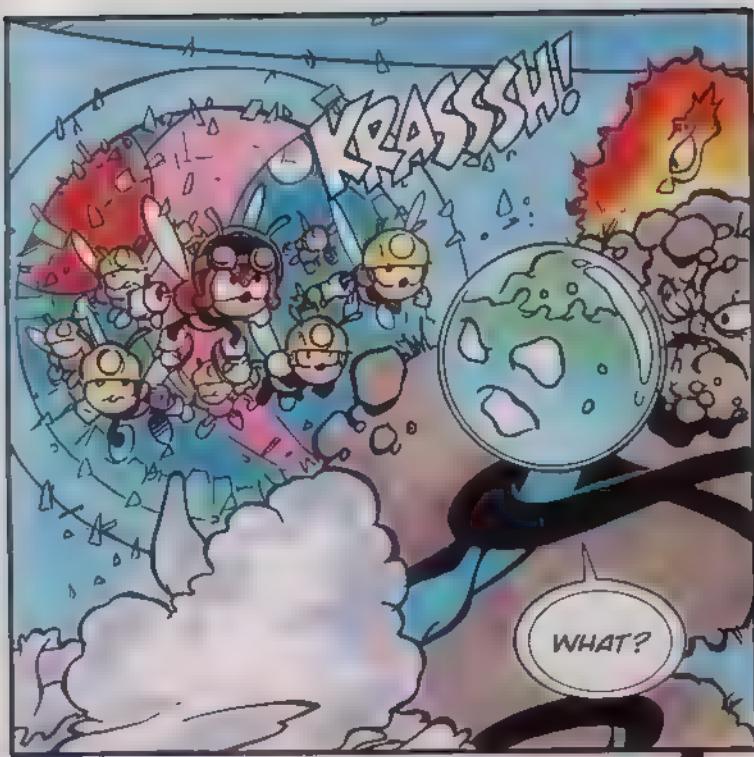
YOU'RE
LUCKY SHE DID...
IT'S BEEN MONTHS
SINCE YOU LAST
VISITED THE
HIVE!

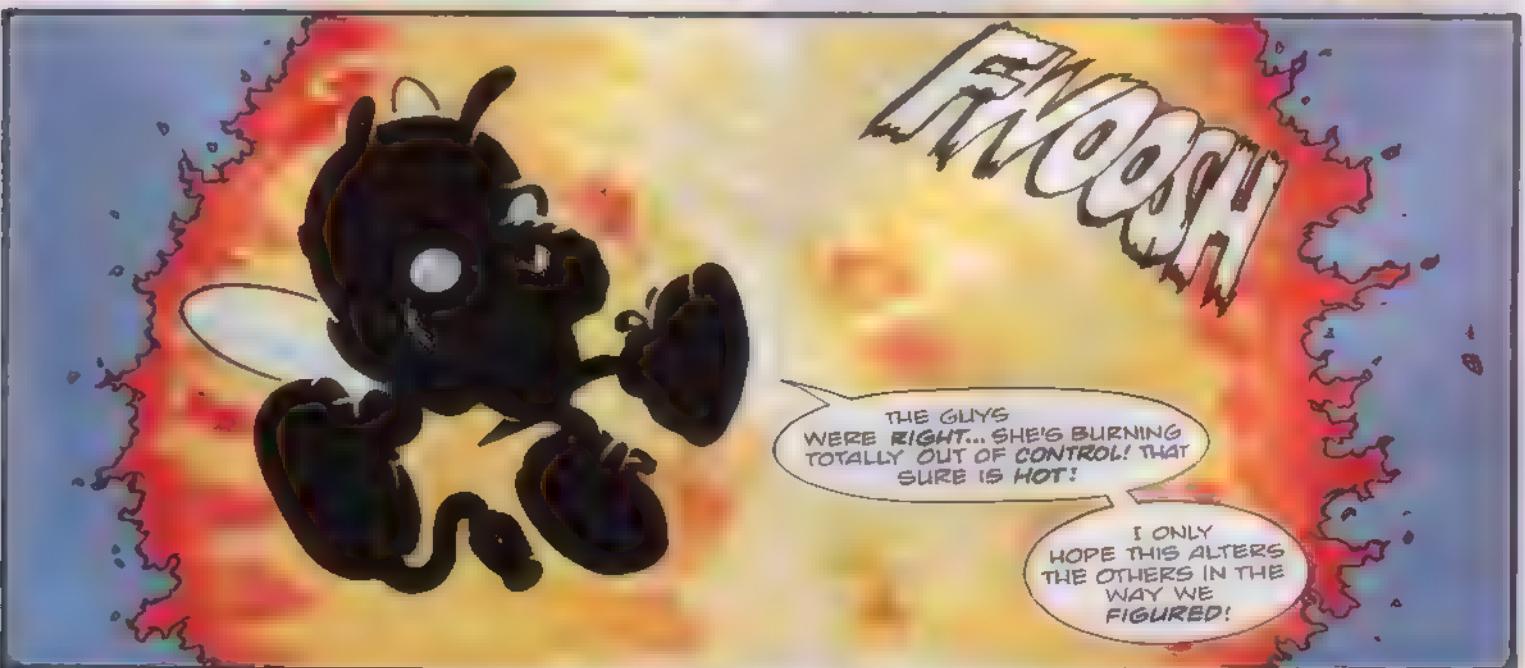
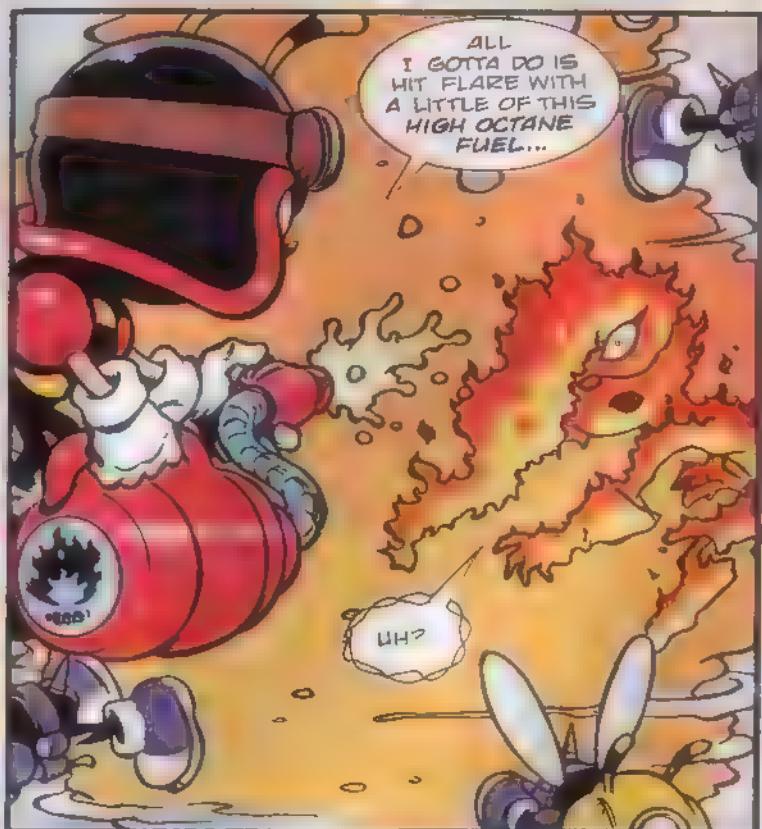
ER, I'VE
BEEN REALLY
BUSY WITH CHAOTIX,
SAVING THE WORLD
AND STUFF LIKE
THAT. YES, SIREE-
BOB!

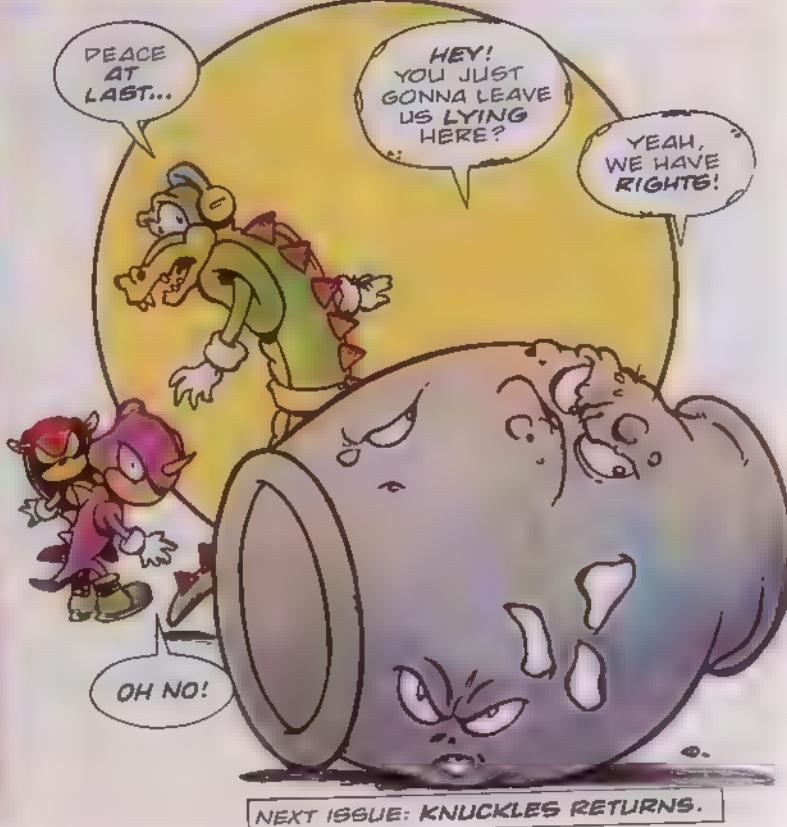
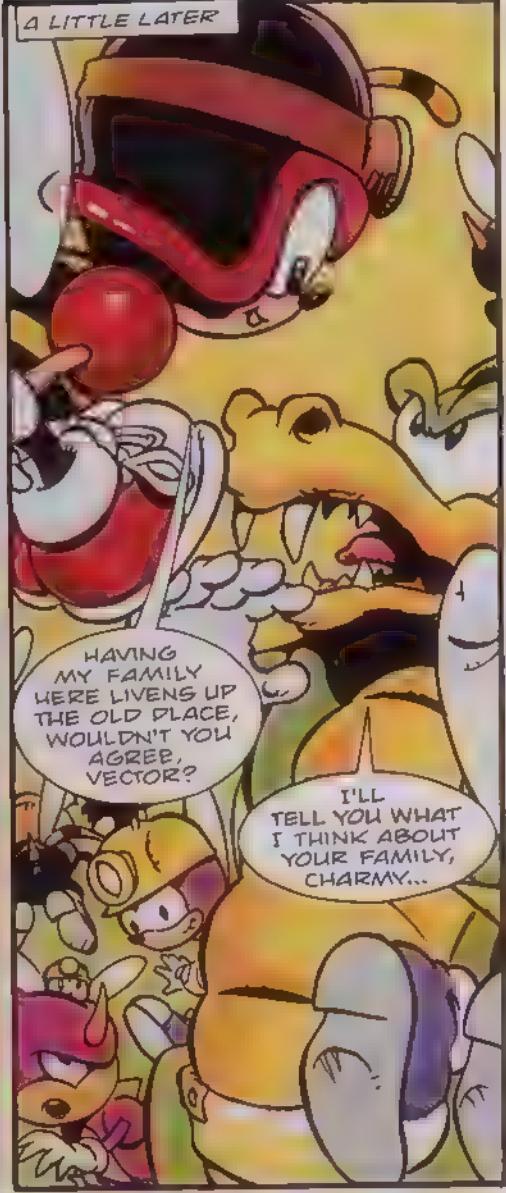
WE'RE
NEARLY THERE,
GUYS BE CAREFUL,
THE FUNDAMENTAL
FOUR ARE
REALLY SCARY,
AND...

TRUST
US CHARMY,
WE'RE PRO-
FESSIONAL!

OKAY
MEN, YOU ALL
KNOW WHAT
TO DO!

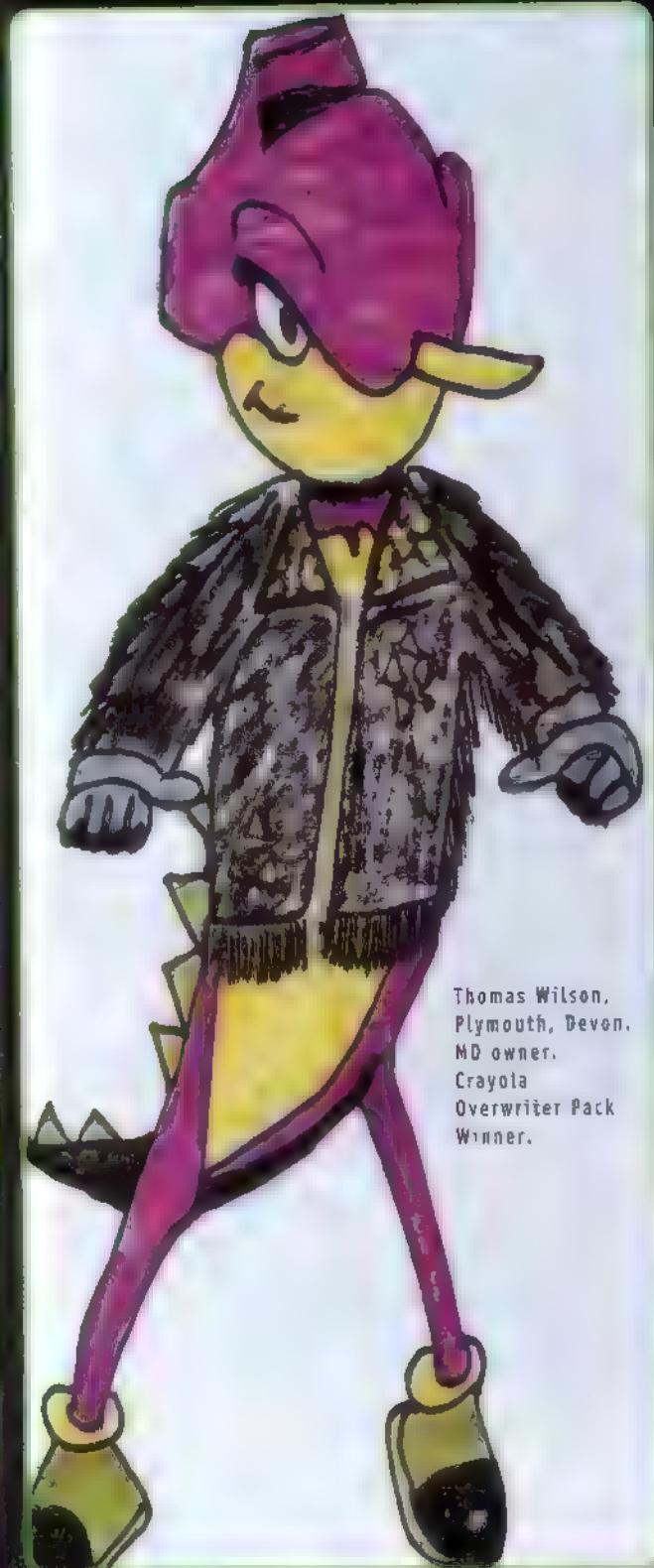




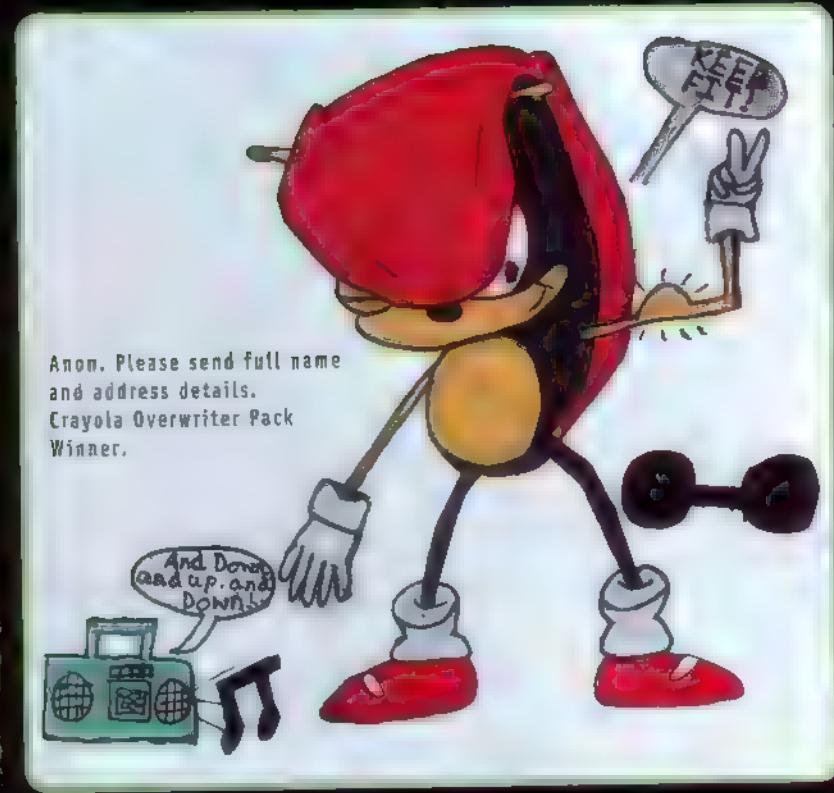


CHAOTIX ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.



Thomas Wilson,
Plymouth, Devon.
MD owner.
Crayola
Overwriter Pack
Winner.



Anon. Please send full name
and address details.
Crayola Overwriter Pack
Winner.

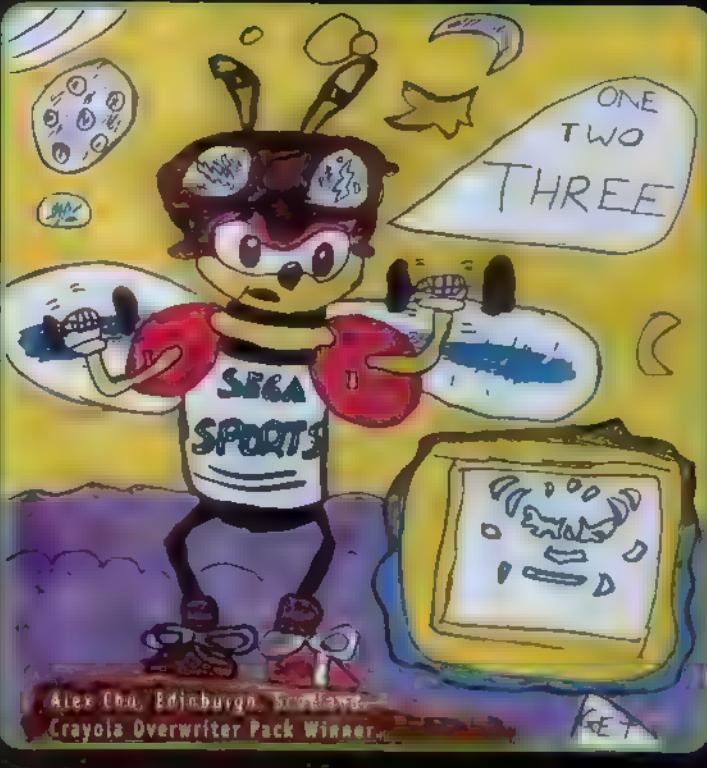


Steven Daglish,
Newcastle Upon Tyne.
MD/MS owner.
Crayola Overwriter
Pack Winner.

Anon. Please
send full name
and address
details.
Crayola
Overwriter Pack
Winner.



Christopher Young, Edgware, Middlesex. MD owner,
Crayola Overwriter Pack Winner.



Alex Chu, Edinburgh, Scotland.
Crayola Overwriter Pack Winner.



Robert D. Morris
St Albans, Herts.
Crayola
Overwriter Pack
Winner.

To help get your handywork selected in future
Graphic Zone, please take note of the following:

Draw in paint or felt tip pen on plain white paper
(avoid lined paper and pencils or crayons as they
don't show up as well when printed).

Use original and don't copy pictures from the

comic - come up with your own ideas.

Include your name and address, preferably
written in capital letters on the back of
the page.

Send artwork to:
GRAPHIC ZONE, SMCN THE FORUM,
25-31 TAVISTOCK PLACE, LONDON, WC1N 9SL.

EACH ARTIST-HUME
WHO GETS THEIR
HANDYWORK PRINTED
IN STC WILL RECEIVE
A PACK OF CRAYOLA
OVERWRITER COLOUR
FIBRE-TIPPED PENS.



TAILS

SHOCK TACTICS!

Script: LEIN STRINGER Art: MIKE BRADLEY
Colour pg: STEVE WHITE Lettering: TOM FRAME

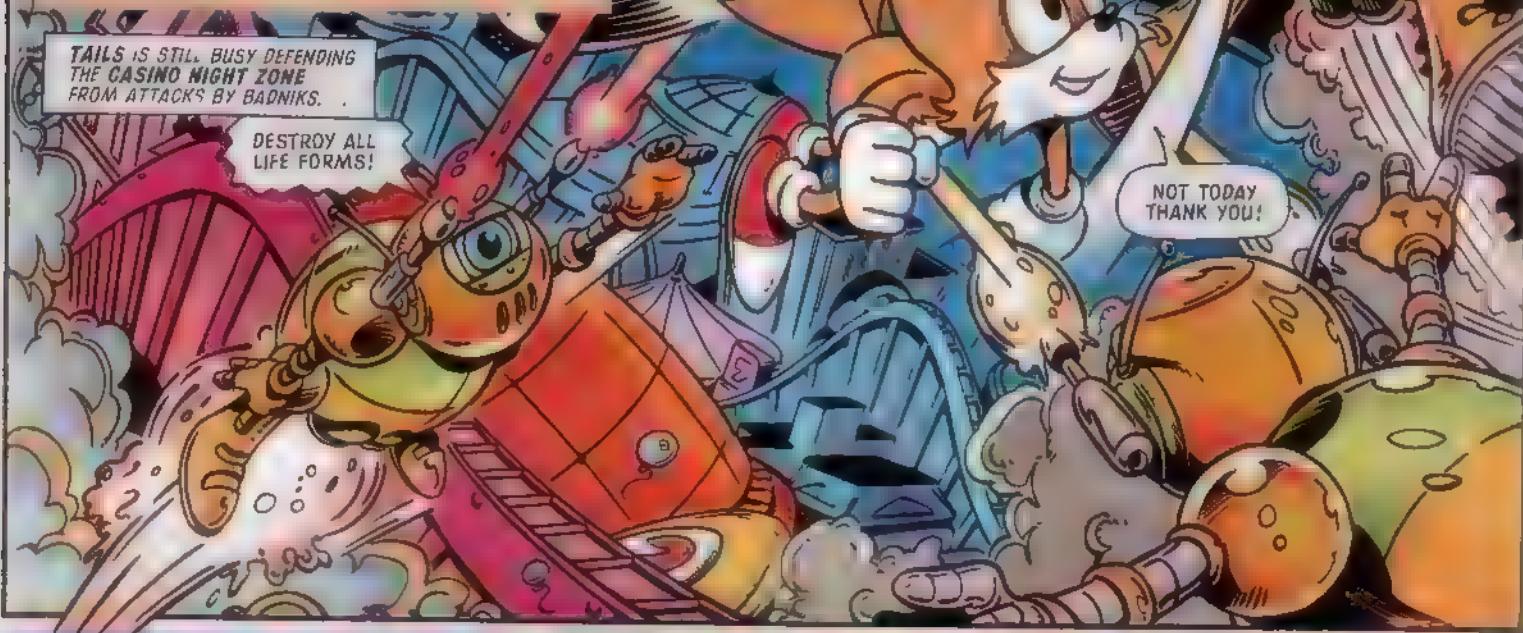
TAILS IS STILL BUSY DEFENDING THE CASINO NIGHT ZONE FROM ATTACKS BY BADNIKS.

DESTROY ALL LIFE FORMS!

NOT TODAY THANK YOU!

AAGHH!

FWAPP!



YOU'RE JUST NOT GETTING RID OF THE BADNIKS FAST ENOUGH! MY CUSTOMERS ARE ALL STAYING HOME IN CASE THEY'RE ATTACKED!

I'M TRYING MY BEST, MISTER GAMBLE, BUT THERE ARE SO MANY BADNIKS AROUND!

GET IT SORTED, FOX... OR A COUPLE OF MY BOYS WILL PAY YOU A VISIT!

BIG BULLY!

CHEER UP, BUDDY! WE THINK YOU'RE THE BEST!

WELL, SECOND BEST TO SONIC OF COURSE!

SIGH STORY OF MY LIFE!

I'M MARK...

...AND I'M SPARKS! WE'RE IN CHARGE OF ELECTRICAL MAINTENANCE IN THIS ZONE. MAYBE WE CAN HELP YOU DEFEAT THE BADNIKS.

I'M ALL EARS!

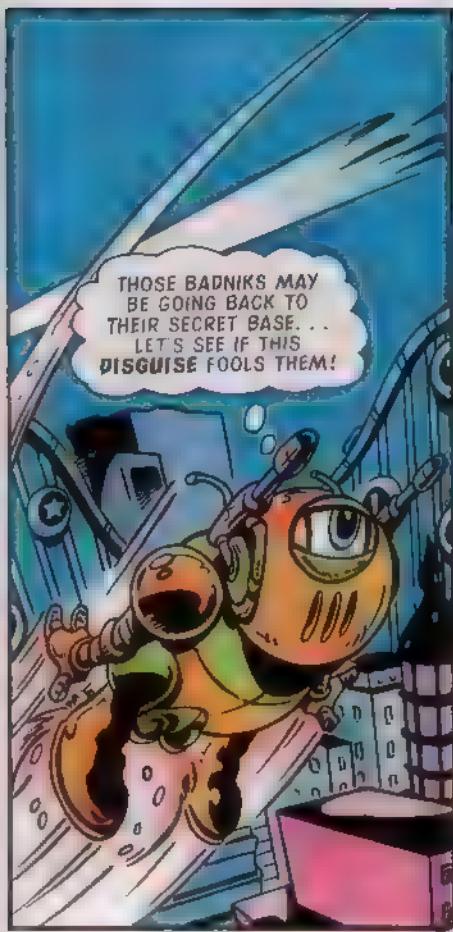
LATER...

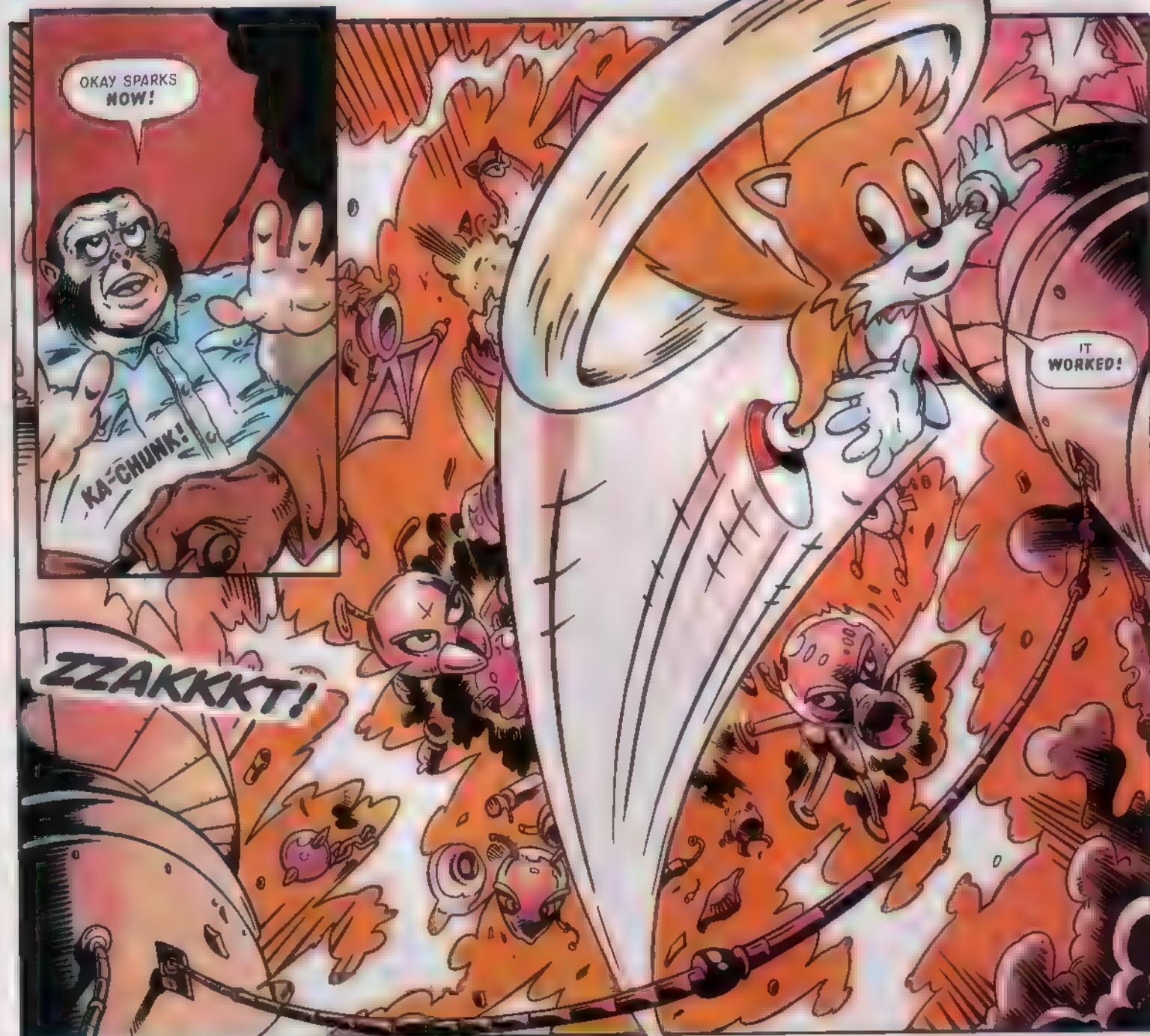
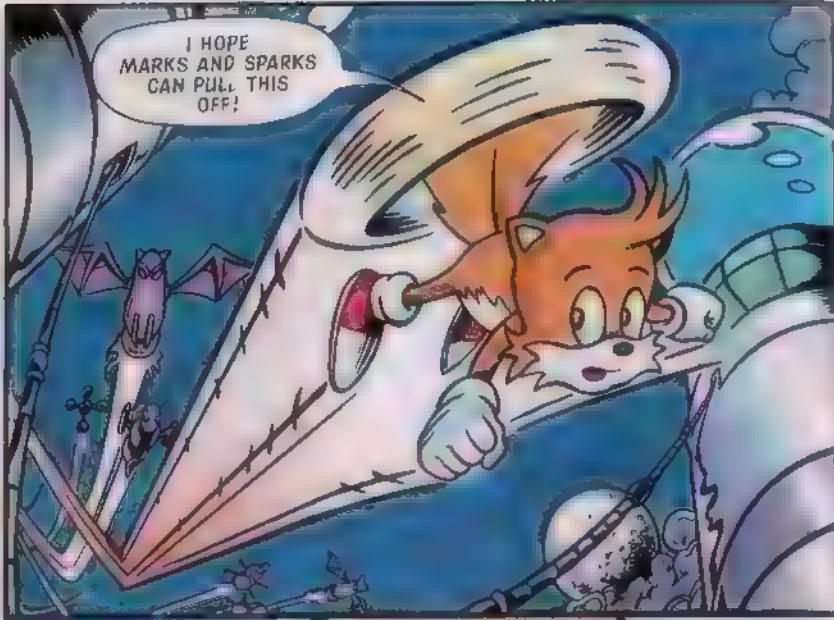
ARE YOU SURE THIS PLAN OF YOURS WILL WORK, GUYS?

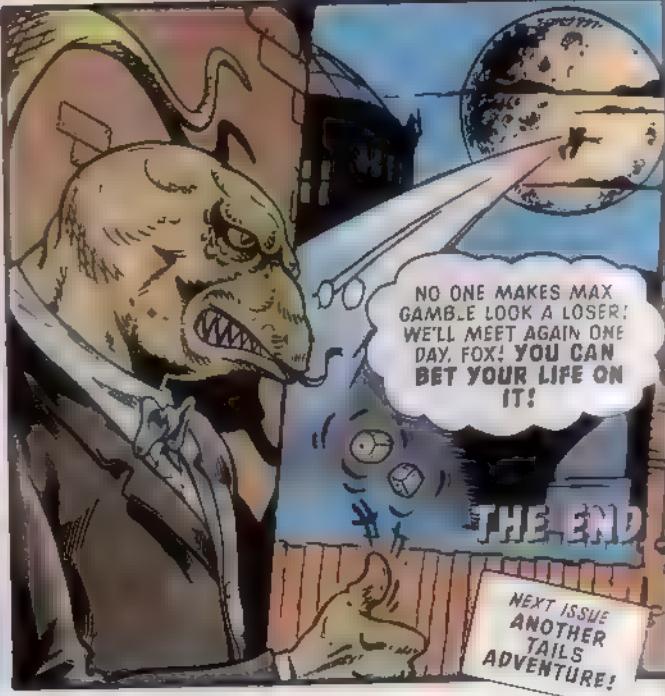
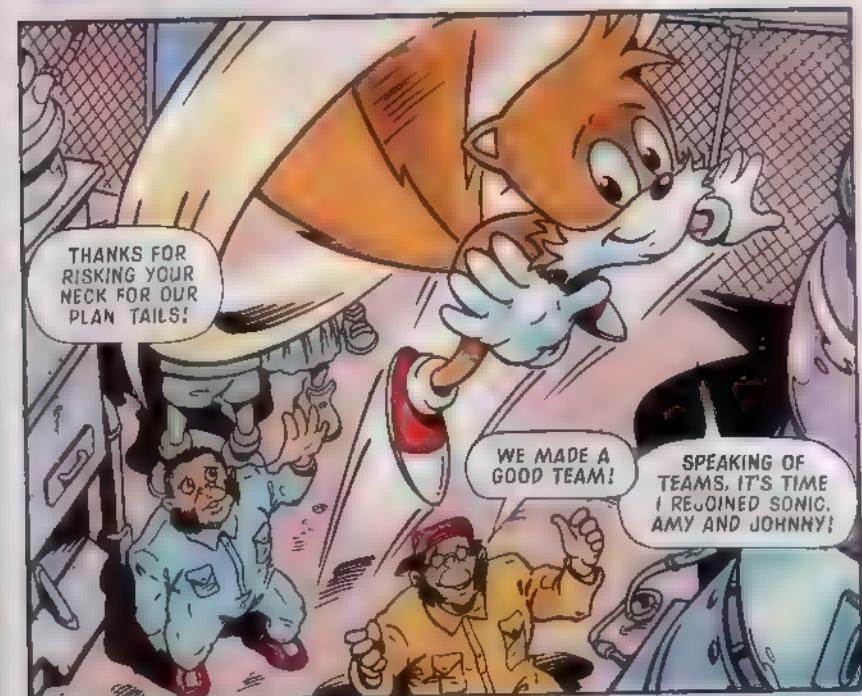
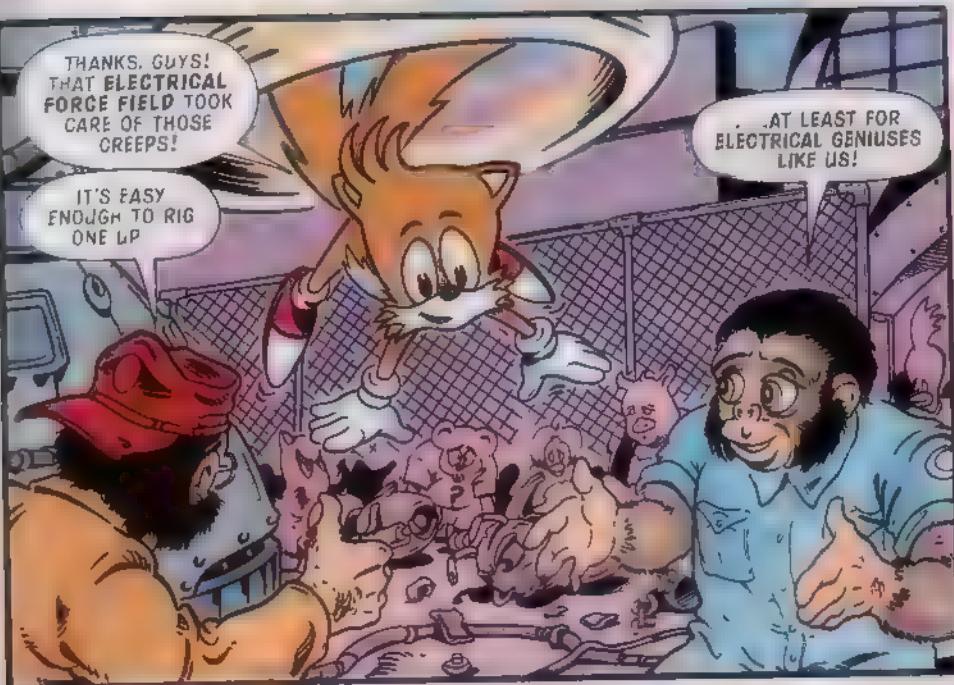
TRUST US, TAILS. DISGUISED AS A BADNIK, YOU'LL BE ABLE TO FIND OUT WHERE THEIR SECRET BASE IS!

REMEMBER, IF ANYTHING GOES WRONG, THERE'S ALWAYS 'PLAN B'.

NOW I KNOW WHAT A TIN OF BAKED BEANS FEELS LIKE!









ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-27 TAVISTOCK PLACE, LONDON, WC1H 8SH.

THE Q ZONE GOES TO HOLLYWOOD WITH A SELECTION OF CHEATS AND TIPS ON MONSTER MOVIE SPIN-OFF GAMES.

Thanks to Carla Hodge from Gloucestershire for an ACE letter. Michaela Clarkson from Glasgow's given maximum respect for her Saturn game playing abilities. Finally, if Megadroid sees any more letters asking for help on *Sonic 1, 2, and 3* his chips will short out. You've been warned!

Remember that the following codes and moves may take practice to make them work, but keep trying and you'll get to blitz your machine.

ALIEN 3



GAME GEAR

Infinite Time (timer still counts down)	00B-3DG-3BE
Infinite Energy	002-81C-3B7
Infinite Lives	00C-F2A-F79



ALADDIN



MEGA-CD

Traditional animated films were meant to be like this before computers made them. Here are some tips to help you junk Jaffar:

CHEATS

On the Options screen, type A,C,A,C,A,C,A,C,B,B,B,B to get to the cheats screen. Here you can have total invincibility, start on any level you please, (but after completing that level you always end up back at level 2) and get freezability in that the start button will pause the game.

LEVEL SKIP

During any level press Start to pause the game then enter A,B,B,A,A,B,B,A to warp to the next stage.

BATMAN RETURNS



GAME
GEAR

Infinite Lives 00A-57A-E6E
Infinite Special Lives 004-758-19E
Start with eight energy units
after first life 08B-33A-C42

TOY STORY



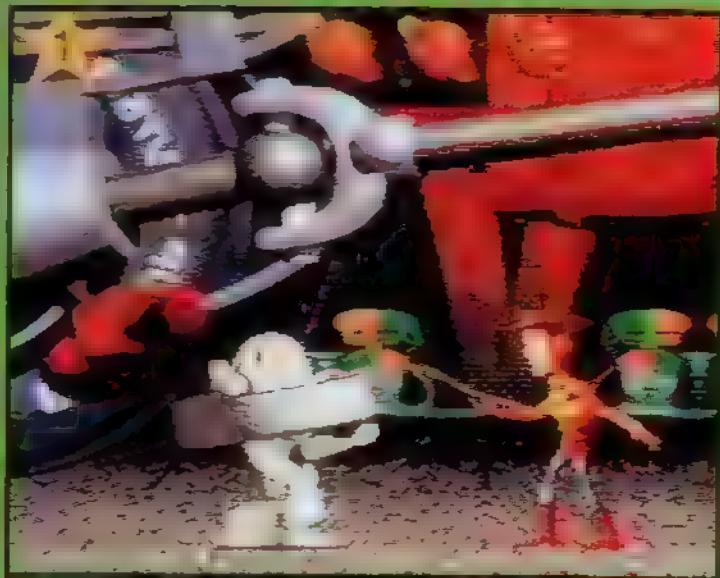
MEGA
DRIVE



A truly awesome film using the latest computer technology, was hotly followed by a pretty cool computer game, too! Here's how to get the better of flashy Buzz Lightyear:-

LEVEL SKIP

At the Press Start Screen press A,B, right, A,C,A, down, A,B, right and A. Do it quickly and you'll hear a laugh. Begin the game as normal and whenever you want to skip a level, press start and then A.



INVINCIBILITY

To become invincible make your way to the second stage. When you've put all the toys away, get seven stars and then jump into the toy box. Finally, press Down for seven seconds.

STAR TREK GENERATIONS



GAME
GEAR

This game kicks Klingon! My Trekkie spies have been hard at work to bring you these codes for this enterprising game. Beam me up now!

Level codes that allow access to each level:-

1. HARRIMAN
2. DEMORA
3. SOREN
4. VERIDAN
5. OGAWA
6. FARRAGUT

STAR WARS



GAME
GEAR

"Use the Force Luke" or alternatively, use these codes instead:-

Infinite energy for all players 000-92B-3B7
Infinite Lives Luke 3AD-93B-2A2
Infinite Lives Luke 3AF-6BA-2A2

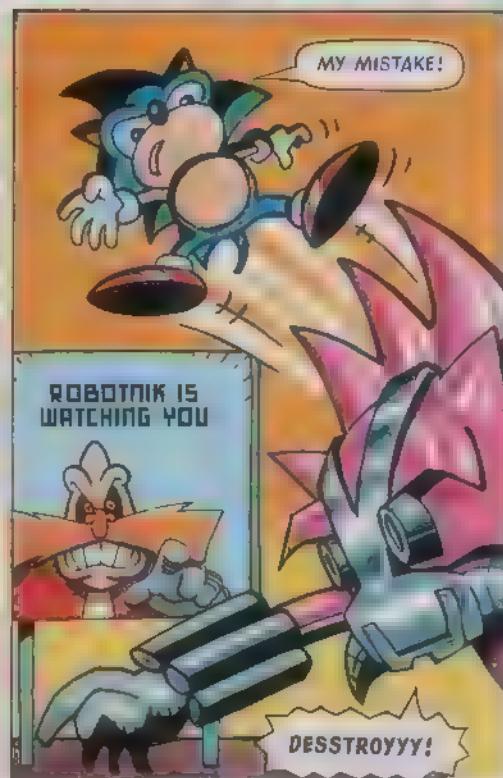
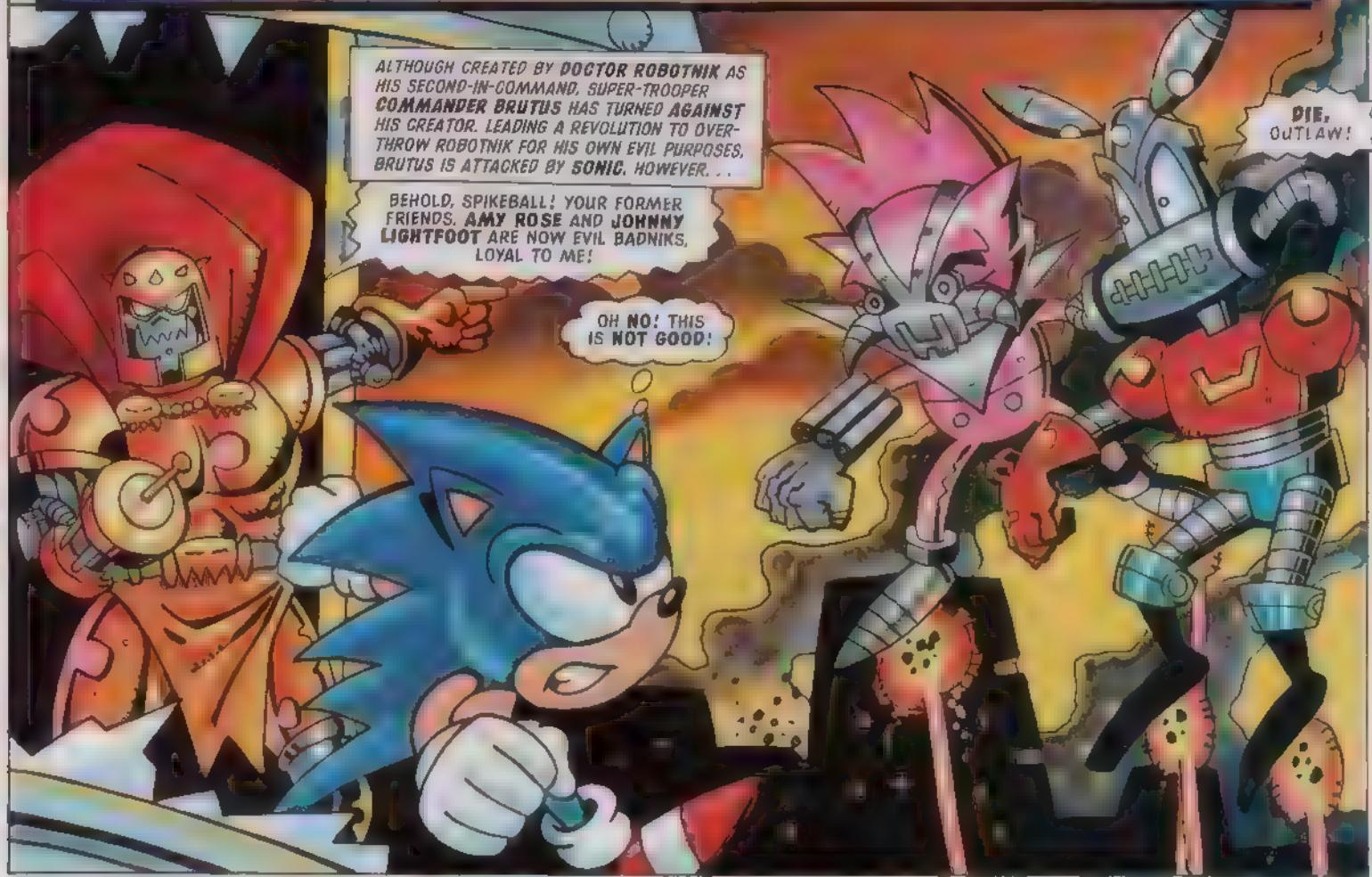
The END

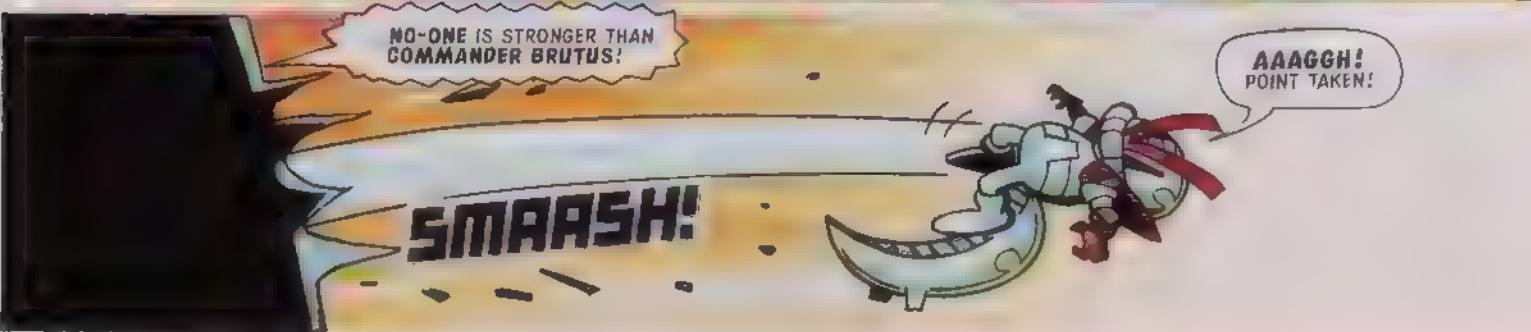
NEXT ISSUE: VECTORMAN!

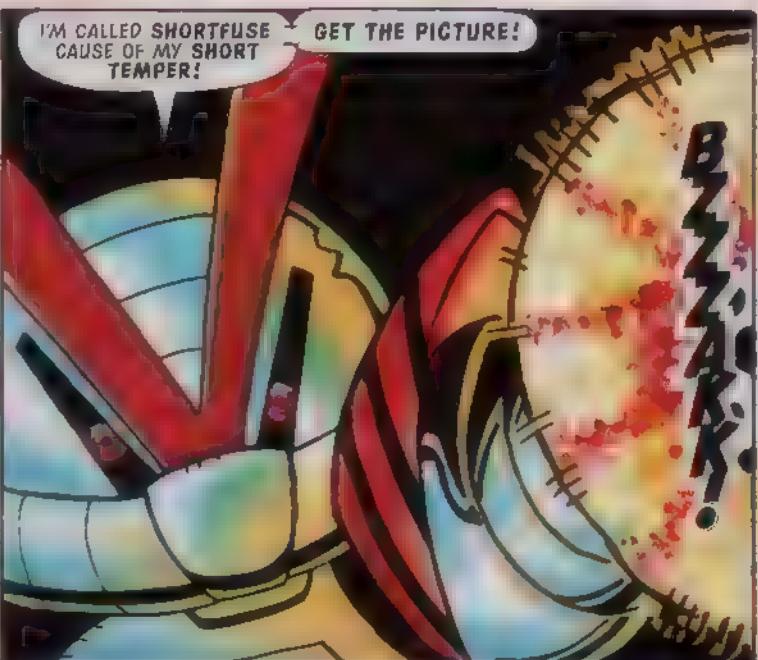
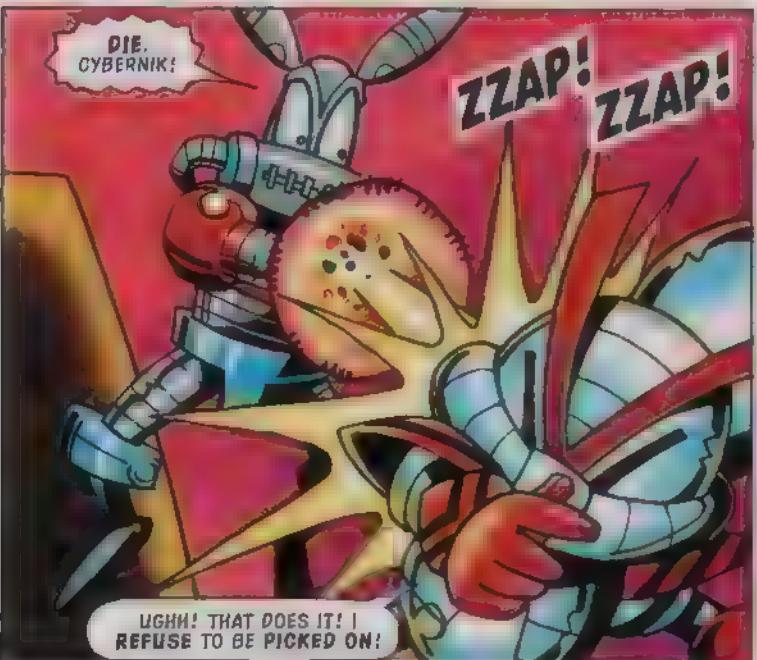
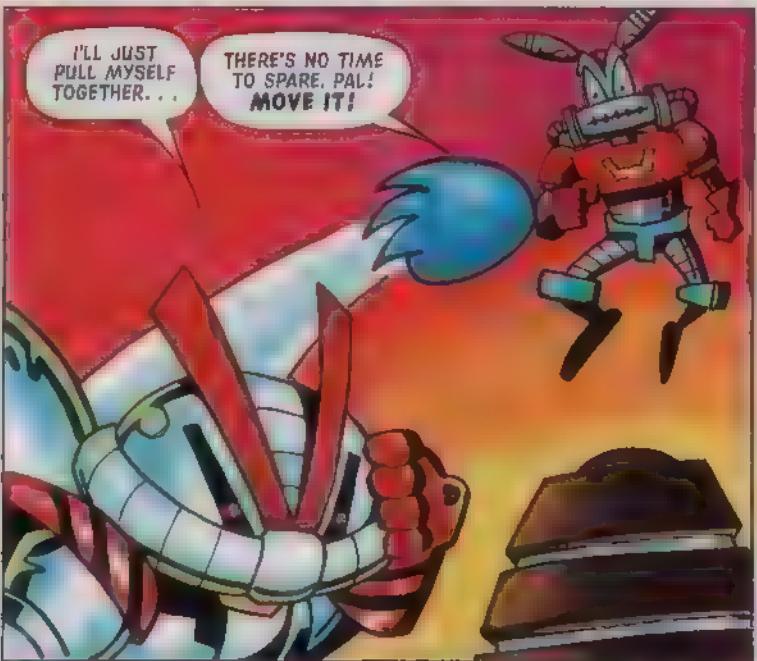
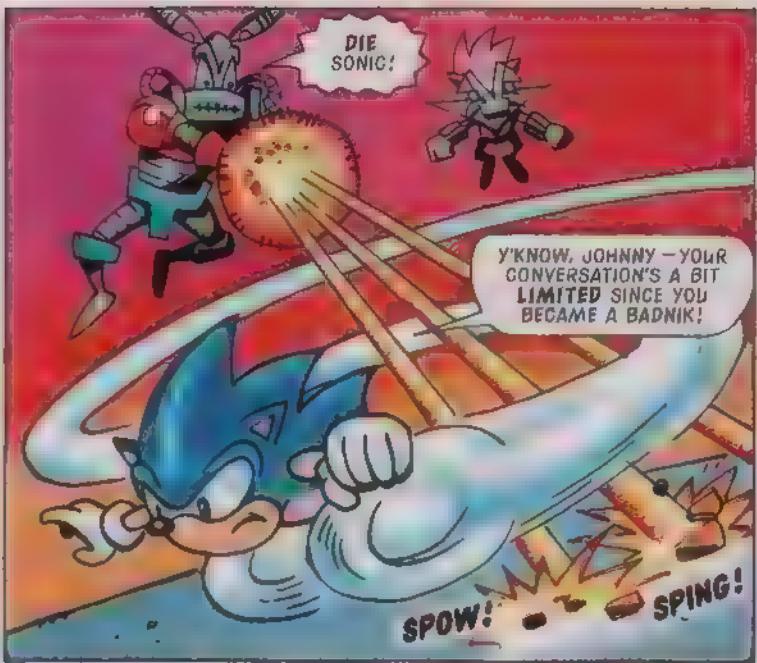
SONIC'S WORLD

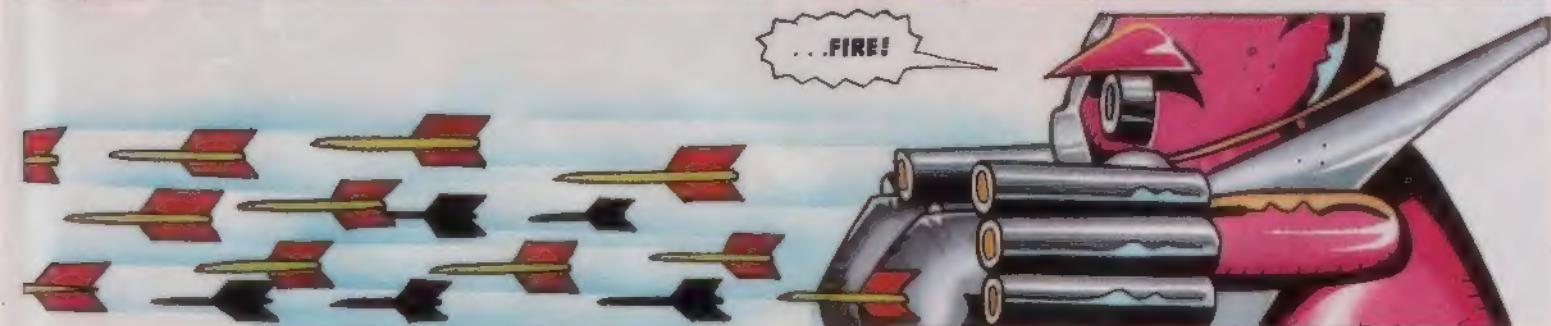
Revolution!

Script: LEW STRINGER
Art: NIGEL KITCHING
Colouring: JOHN M BURNS
Lettering: TOM FRAME



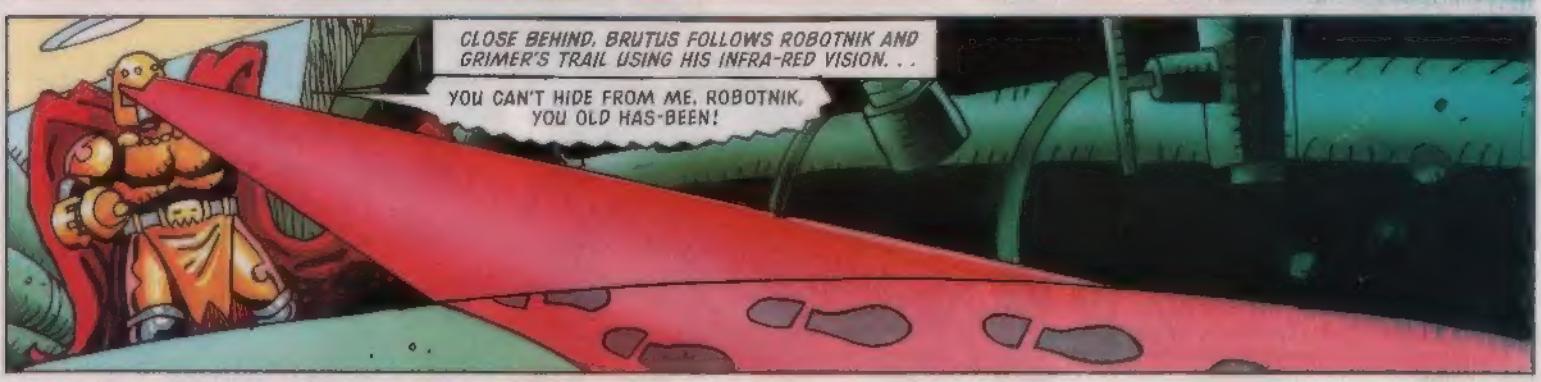








THIS MAY BE THE
ONLY WAY OF STOPPING
THAT TRAITOR
BRUTUS!



CLOSE BEHIND, BRUTUS FOLLOWS ROBOTNIK AND
GRIMER'S TRAIL USING HIS INFRA-RED VISION...
YOU CAN'T HIDE FROM ME, ROBOTNIK,
YOU OLD HAS-BEEN!



WHAM!

AARRG!

ENOUGH OF
YOUR INSULTS,
YOU SECOND-RATE
UPSTART!



IT'S TIME I TAUGHT
YOU WHO'S THE BOSS
AROUND HERE!

ANYTIME
YOU'RE READY,
ROBOTNIK!

NEXT ISSUE: SCRAP METAL?



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

SNAPPED UP!

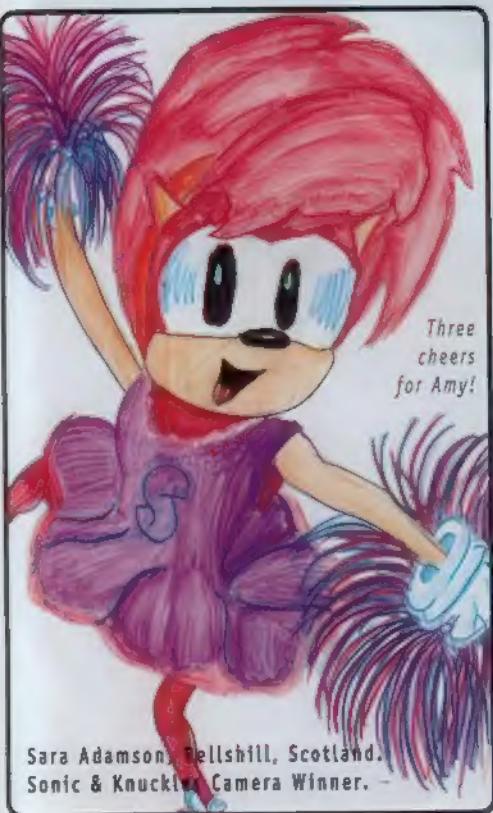
Dear STC,

It has come to my attention that you are giving away cameras to certain readers. I would like to offer my services as a first class camera checker, in case you're wondering about Boomer satisfaction. What do you think?

Ms Wood, Holm, Orkney Isles.
MD owner - & soon to be - Sonic & Knuckles Camera Winner.



Your timing is perfect, Ms Wood, as the Speedlines prize is scheduled to change after STC 82 (see next issue for details).



Sara Adamson, Bellshill, Scotland.
Sonic & Knuckles Camera Winner.

SPEEDLINES



Michael Lawson, Sprinwell, Sunderland.
Sonic & Knuckles Camera Winner.



Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

DUKE'S RULES!

Dear STC,

I am angry that a certain 'hyped-up' echidna, namely Knuckles, has taken over your comic. I demand to see more of Sonic, Tails and Chaotix, and less of Knuckles!
Duke Palmer, Exeter, Devon.
Sonic & Knuckles Camera Winner.



Try being calmer Duke. STC has ensured that at least for this issue all your wishes have come true. The bad news for you, however, is that Knuckles returns in STC 82.

WITHOUT SYSTEM!

Dear Megadroid,

Why have you stopped printing the Master System charts? Back in STC 77, Jamie MacTulloch asked if you could include the Saturn charts, but since then the MS has been dropped. It's obvious to me that he meant for you to squash the four existing Sega charts up, in order to fit five systems in!

Mark Teo, Greenwich, London.
MS owner.
Sonic & Knuckles Camera Winner.

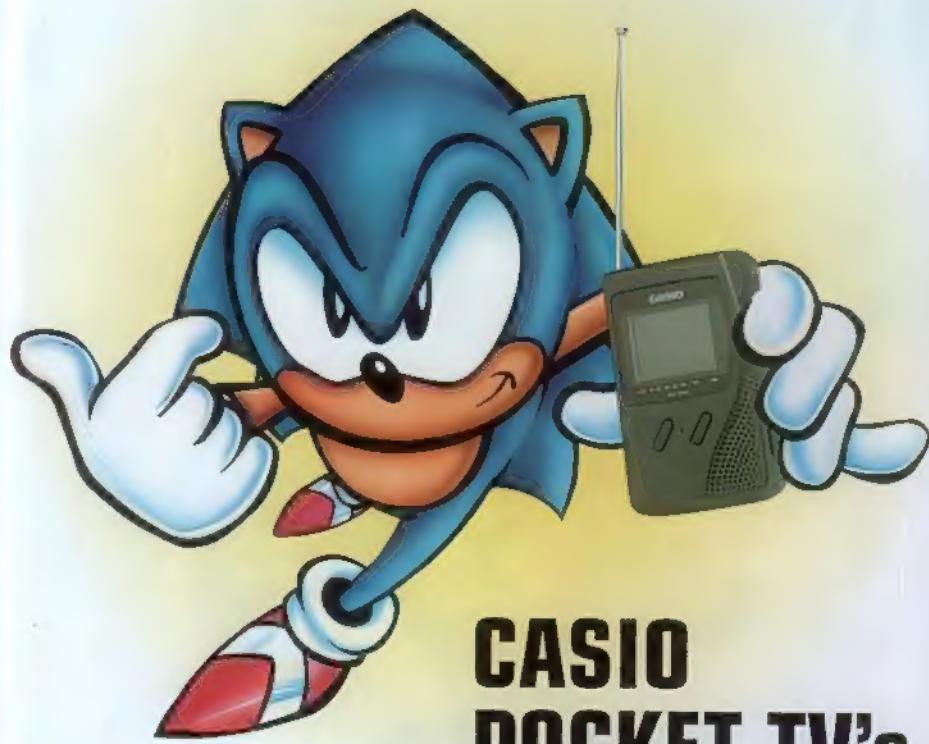
Unfortunately, Mark, sources at Sega have confirmed that Master System games and machines are no longer being made. High-powered competition from the Mega Drive and Saturn systems, mean that the 8-bit machine has finally bitten the dust.

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SATURN

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I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 81

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.